

圖 5-1 3D模型採用之SRC柱斷面圖

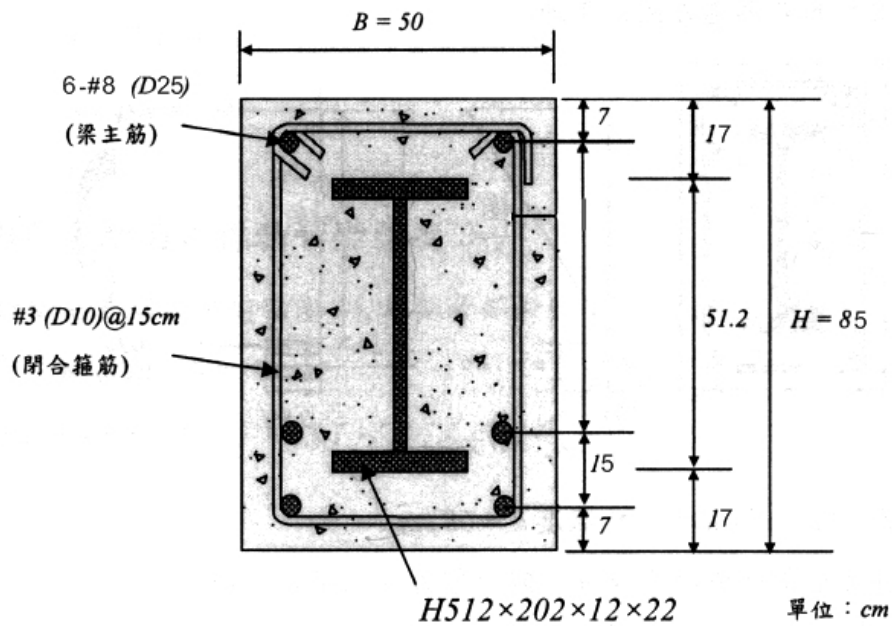


圖 5-2 3D模型採用之SRC梁斷面圖

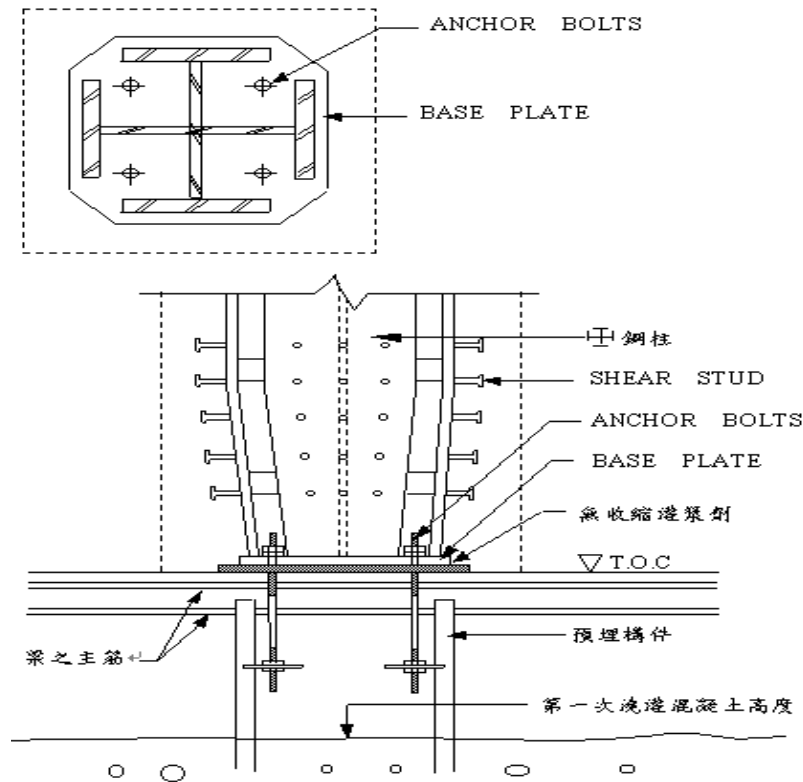


圖 5-3 SRC柱基腳之錨定螺栓、漸變鋼骨斷面與剪力釘示意圖

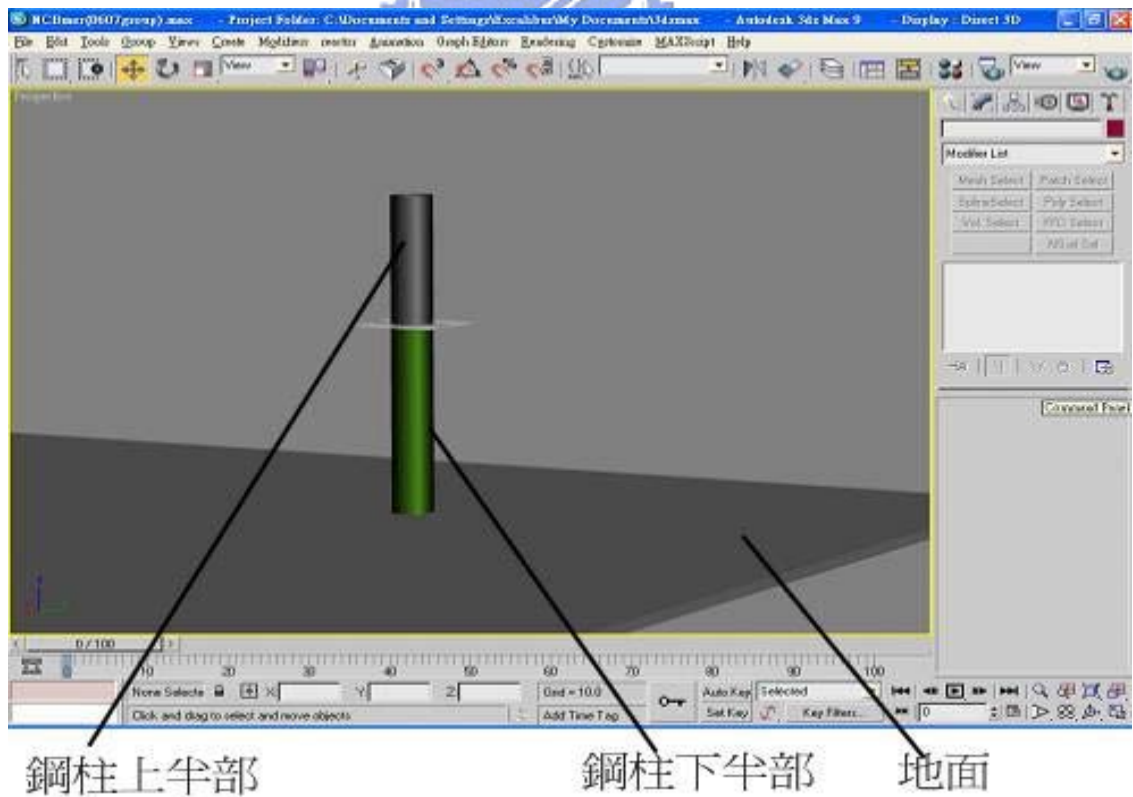


圖5-4 地面以及中心鋼柱

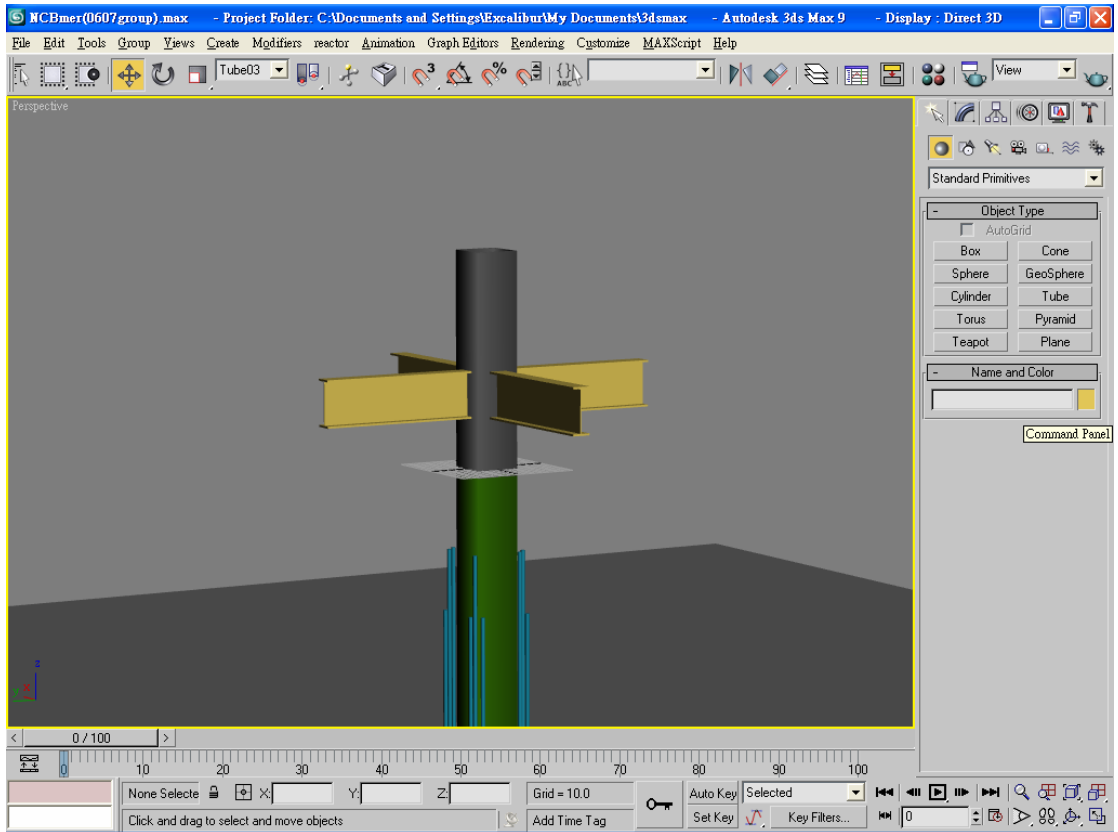


圖5-5 中心鋼柱四邊接H型鋼梁

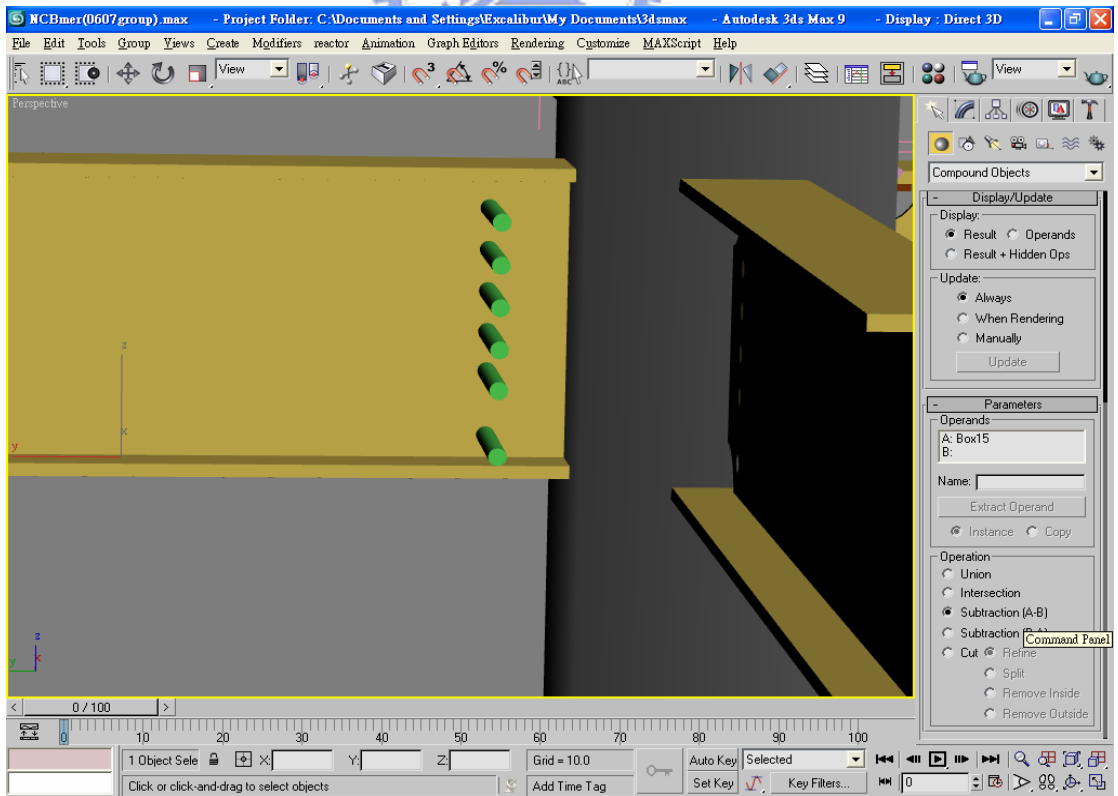


圖5-6 以圓柱體對托梁腹板進行布林運算

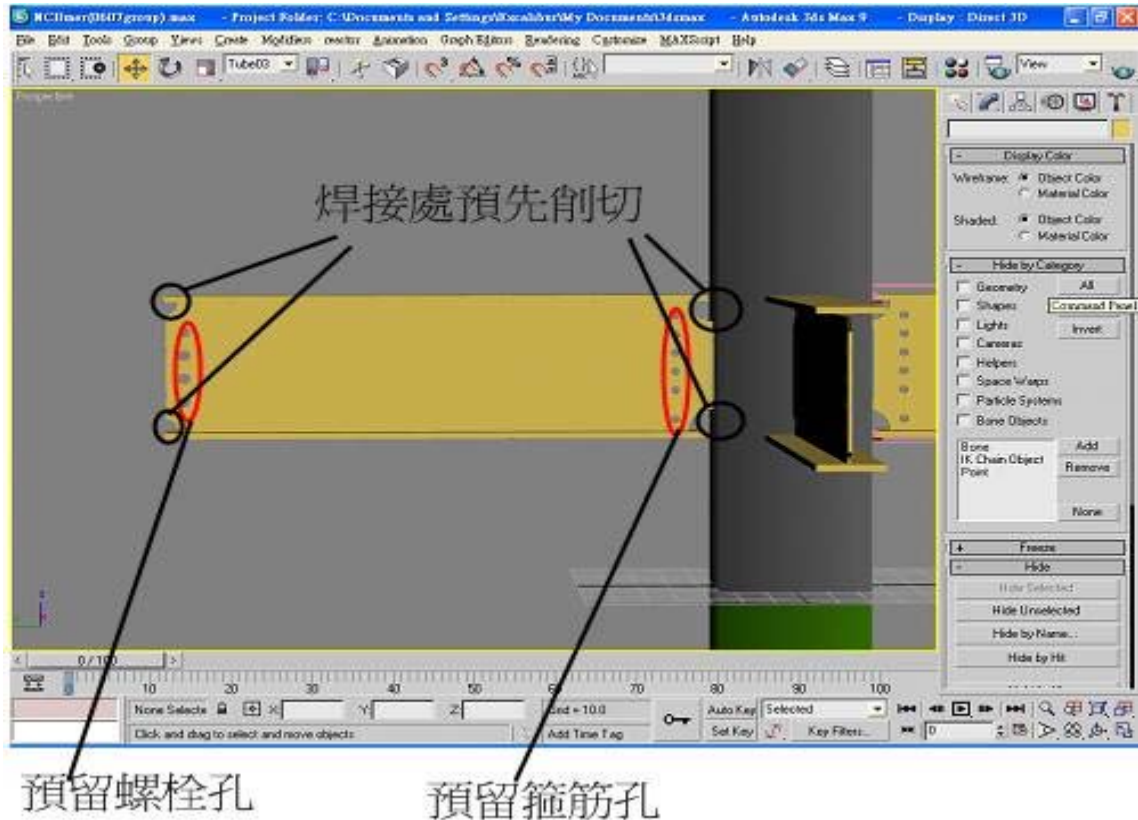


圖 5-7 完成托梁腹板開孔與削切程序

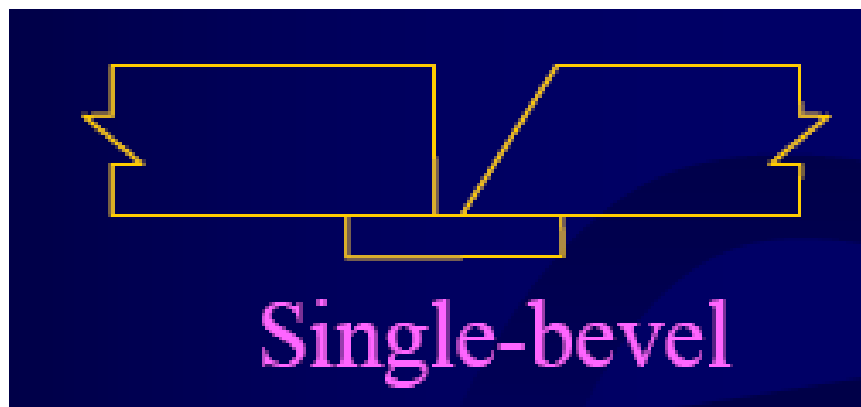


圖5-8 全滲透單邊開槽焊 Single bevel

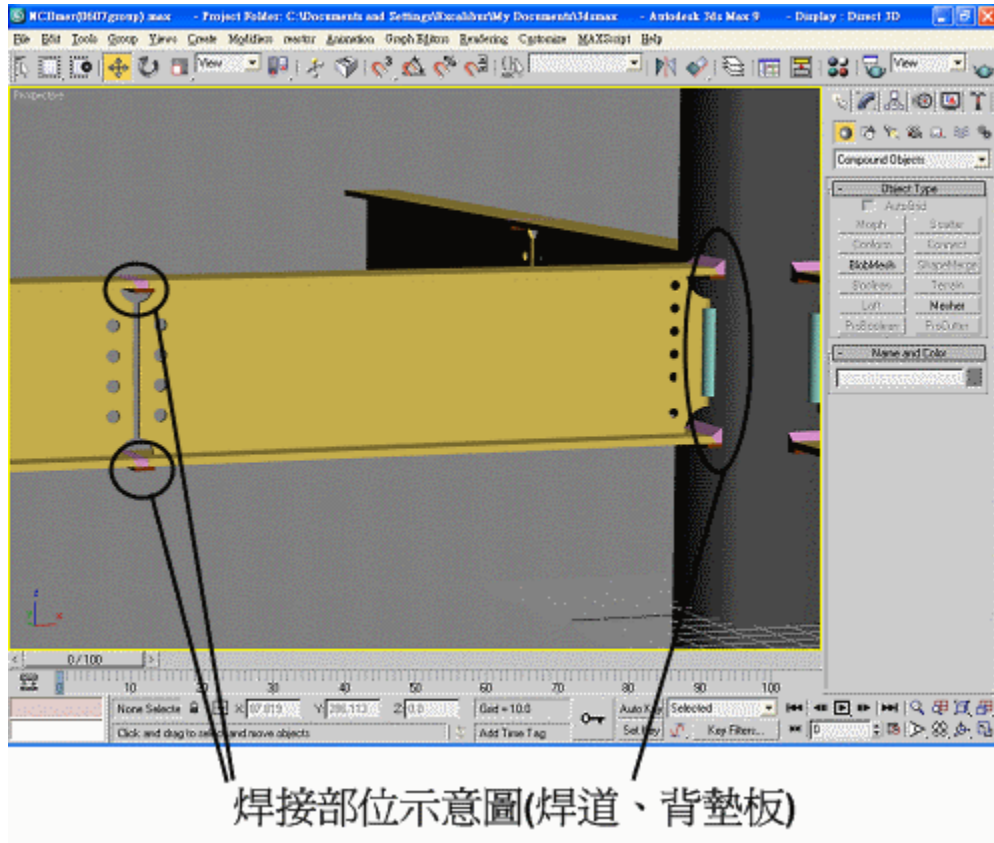


圖 5-9 建立組裝鋼梁部分與焊接區域模型(局部顯示)

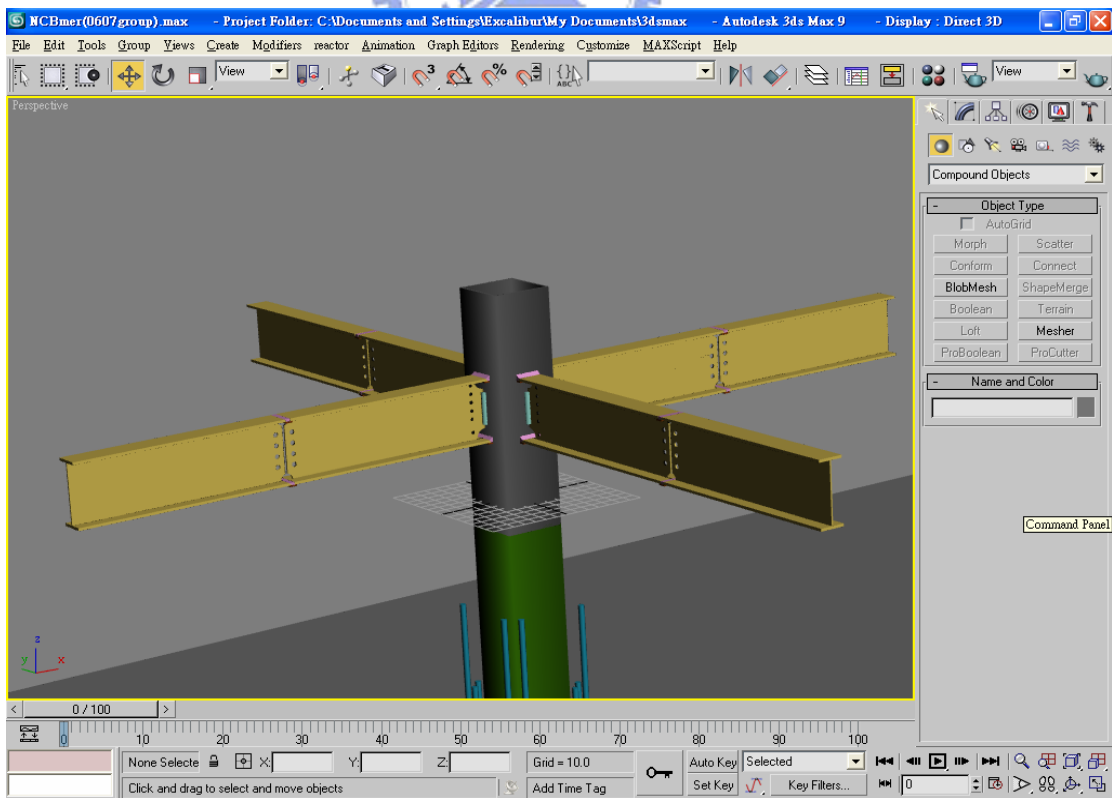


圖 5-10 建立組裝鋼梁部分與焊接區域模型(廣域顯示)

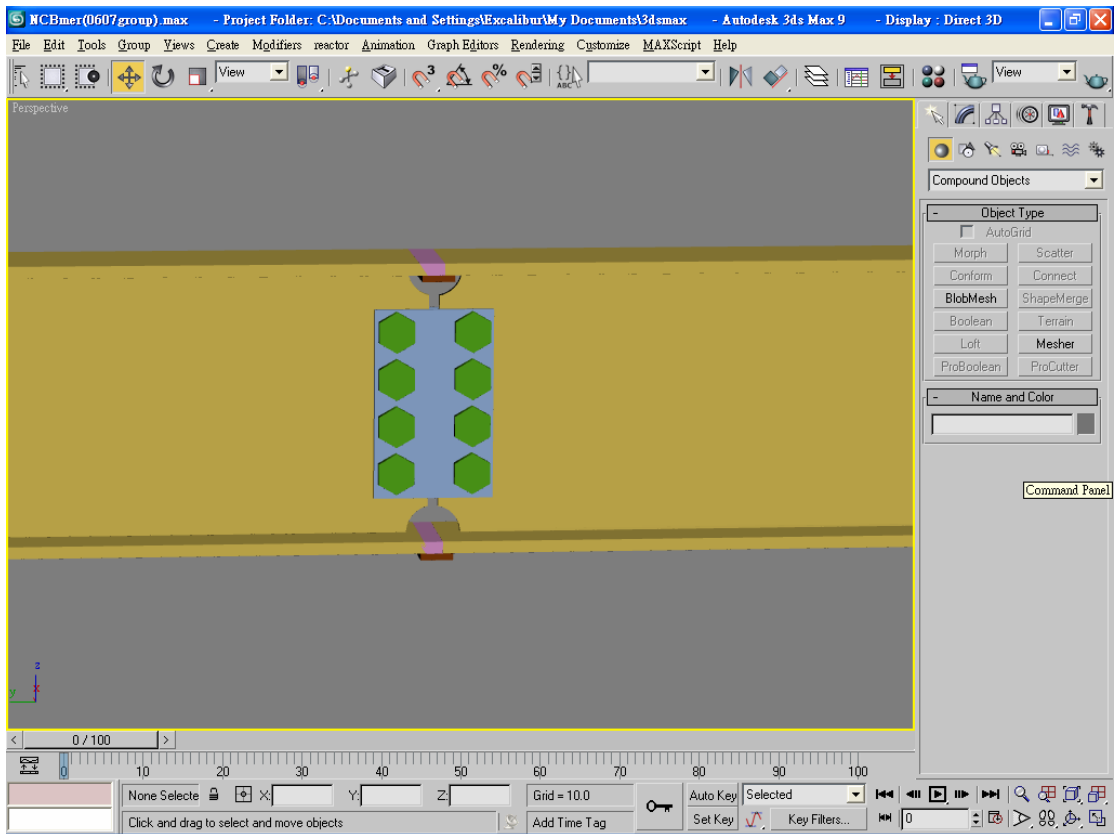


圖 5-11 接合板與螺栓配置

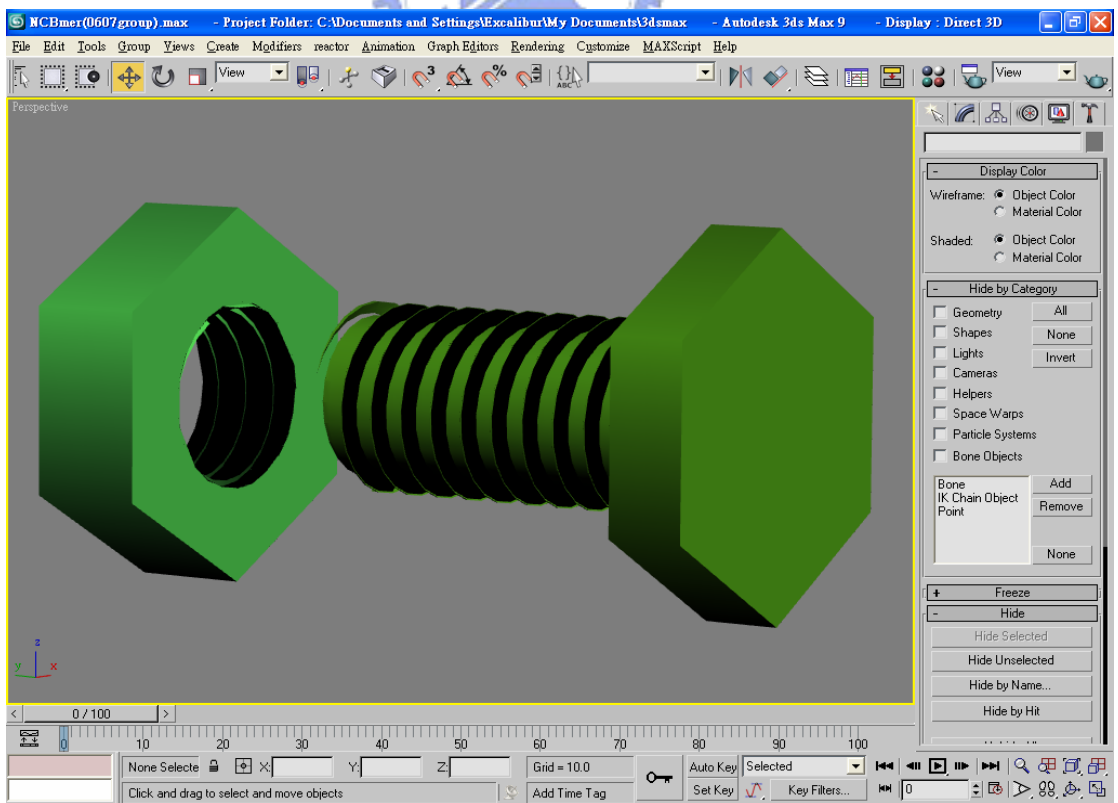


圖 5-12 六角螺栓細部圖

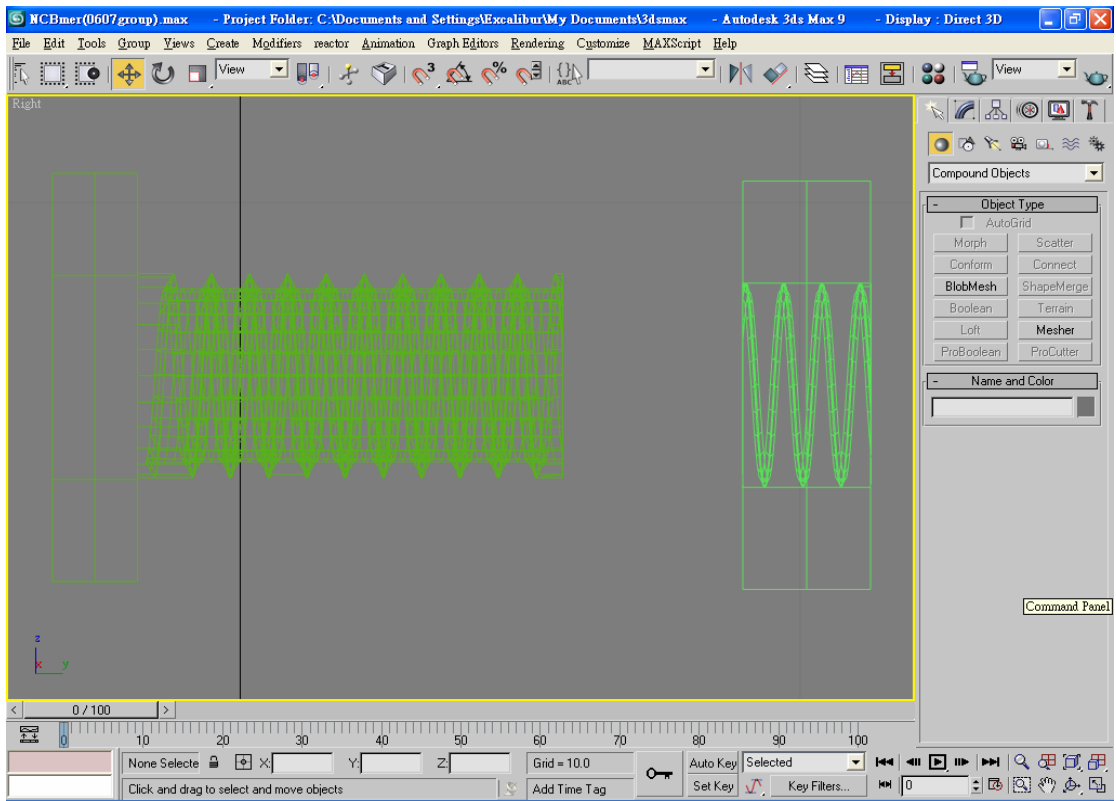


圖 5-13 螺栓側面透視圖

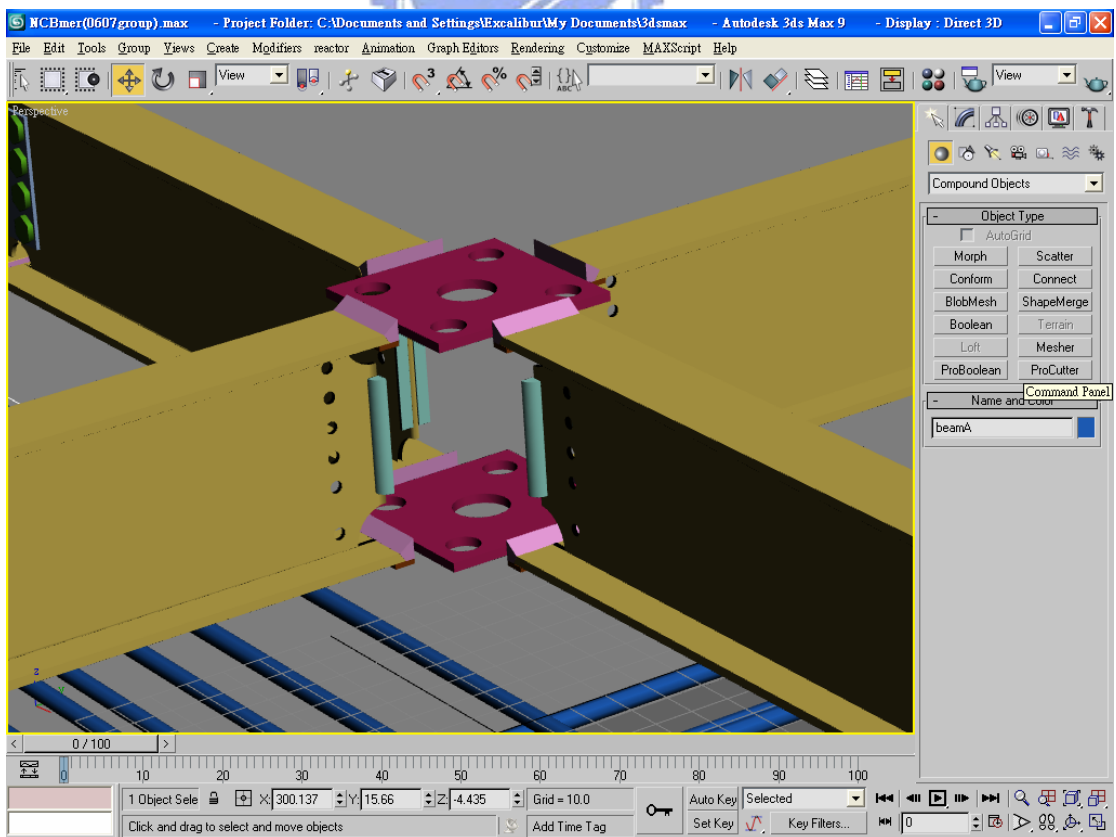


圖 5-14 去除鋼柱只顯示連續板之樣式與位置

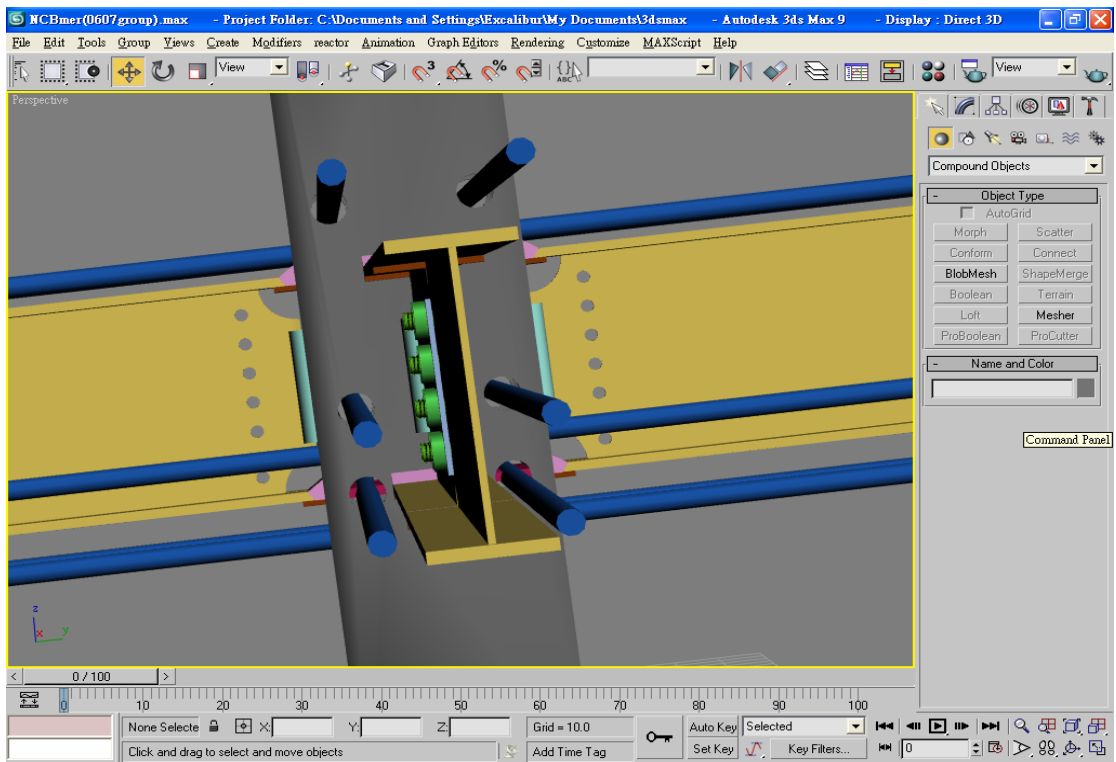


圖 5-15 梁主筋通過鋼柱開孔示意圖

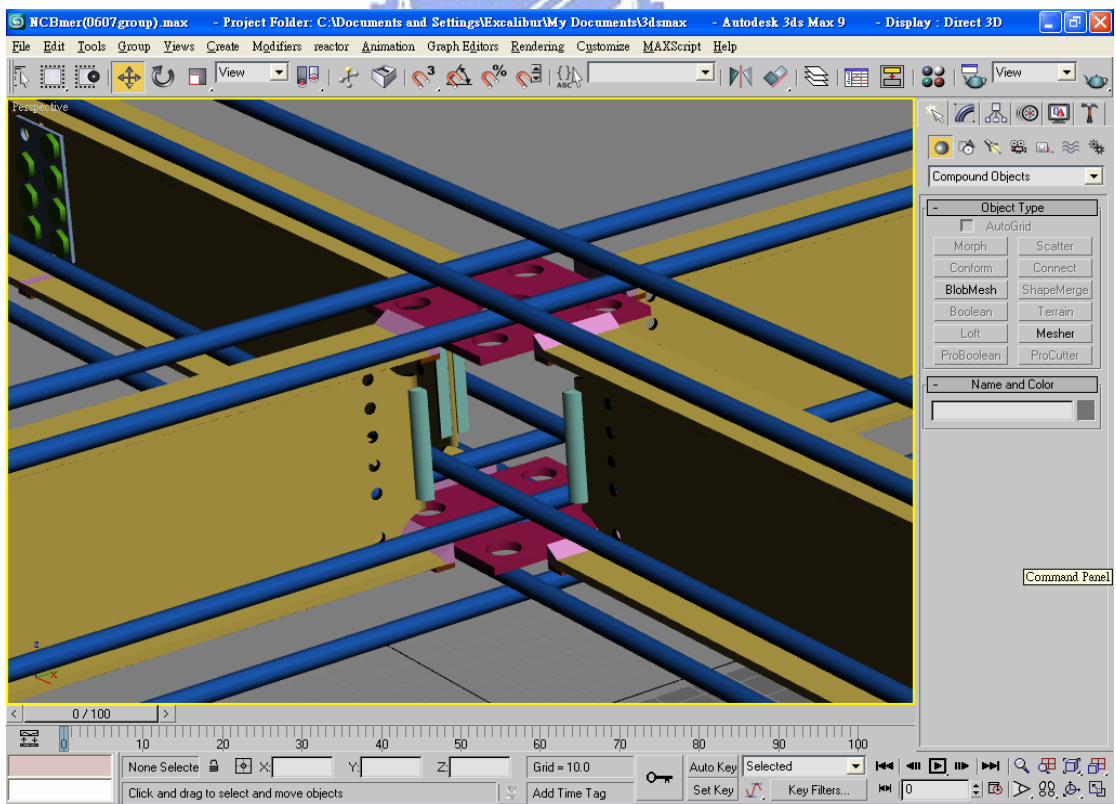


圖5-16 去除鋼柱、箍筋同時顯示梁主筋與連續板相對位置示意圖



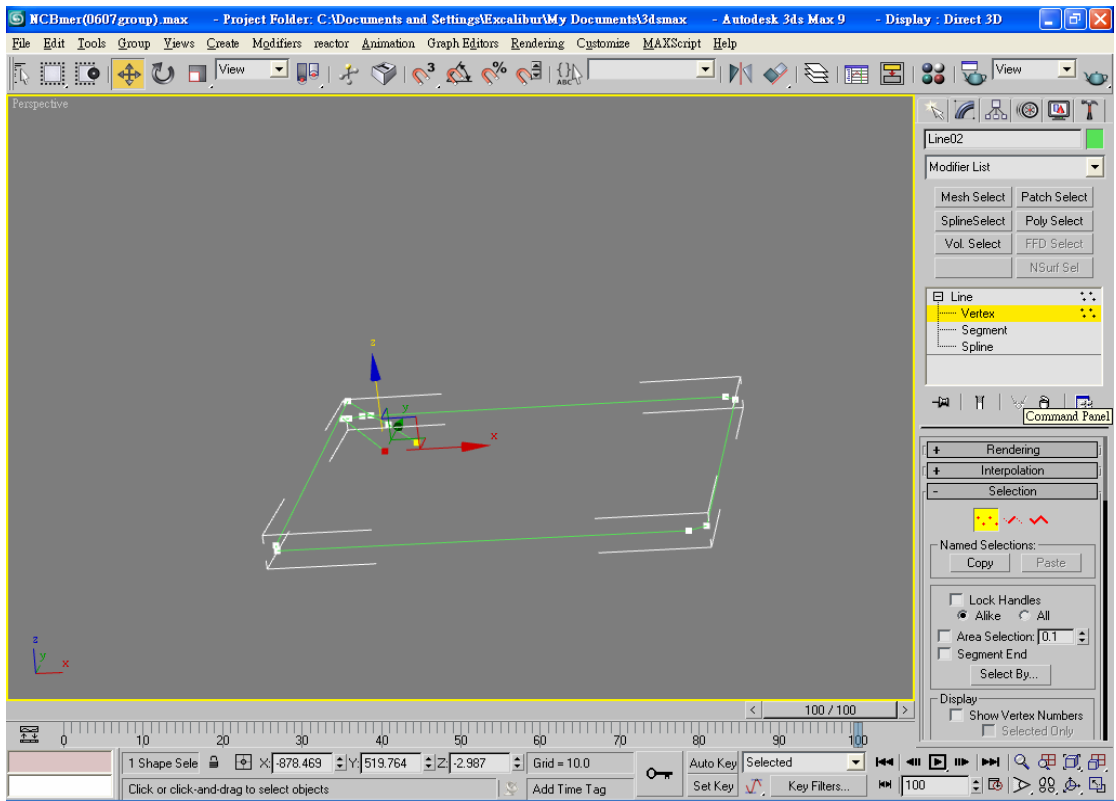


圖 5-17 建立線段以及修改頂點高度

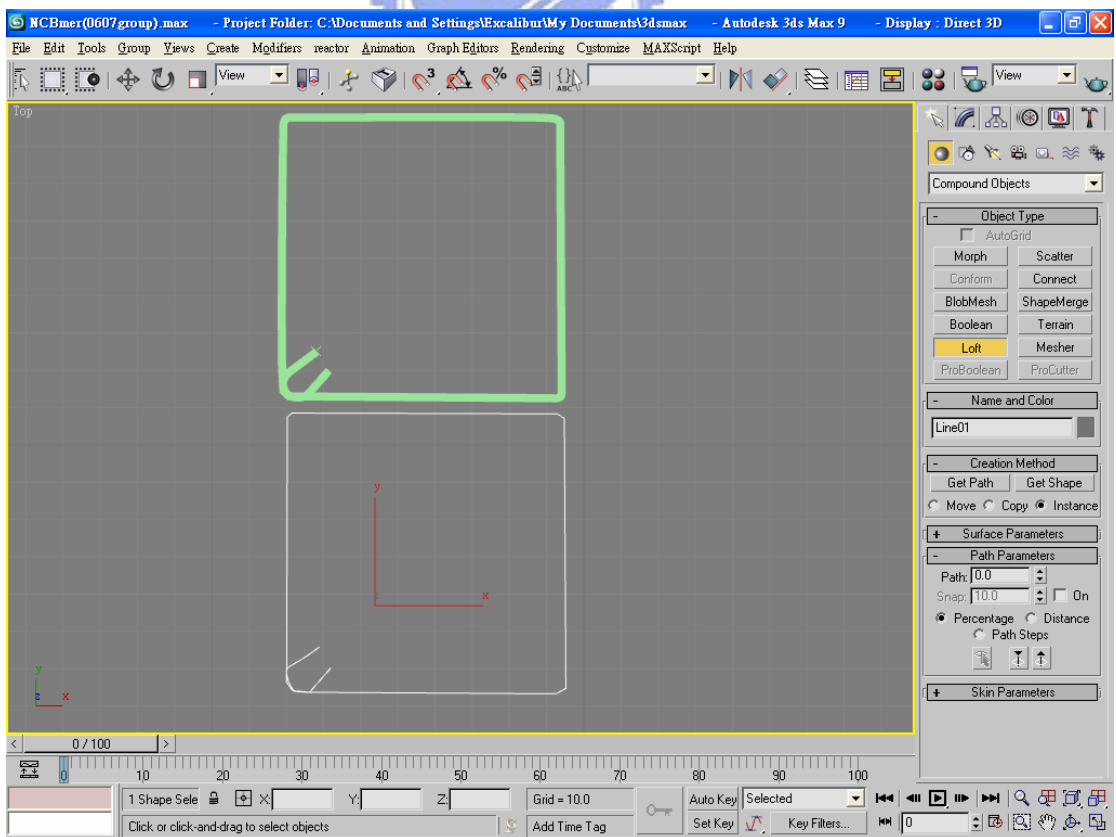


圖 5-18 柱箍筋製作示意圖

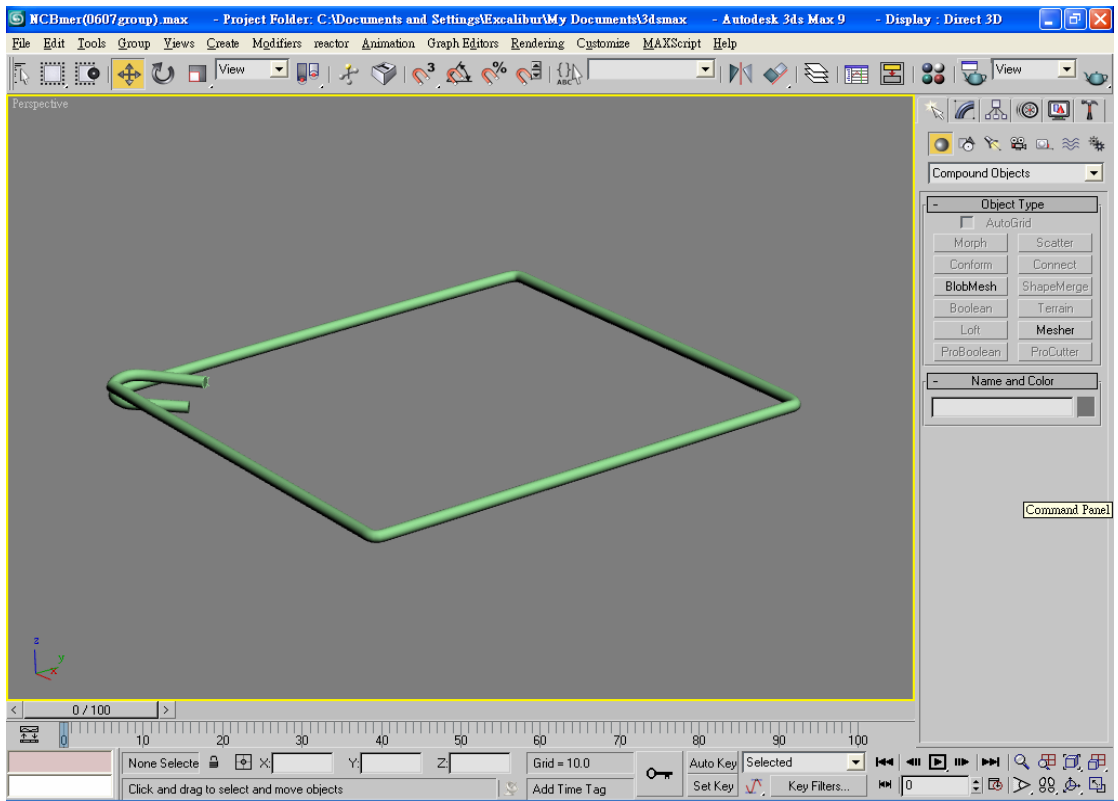


圖 5-19 完成的柱箍筋

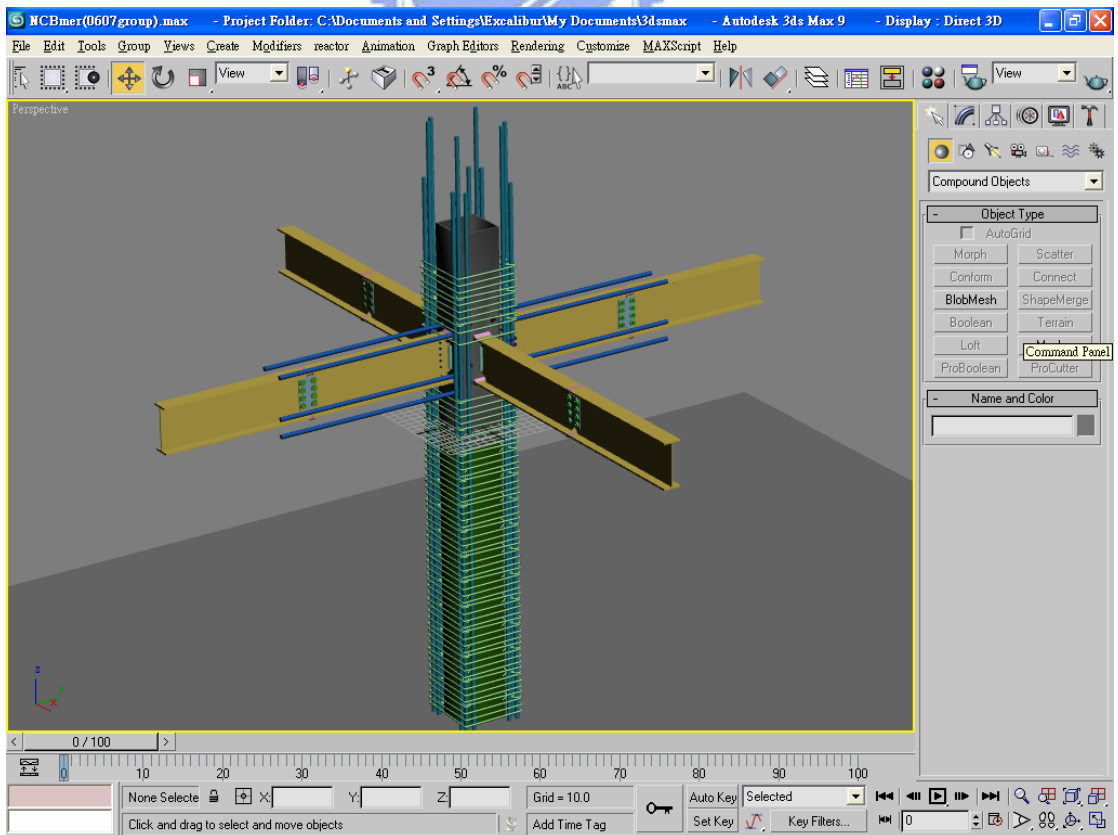


圖 5-20 柱箍筋放置到指定位置

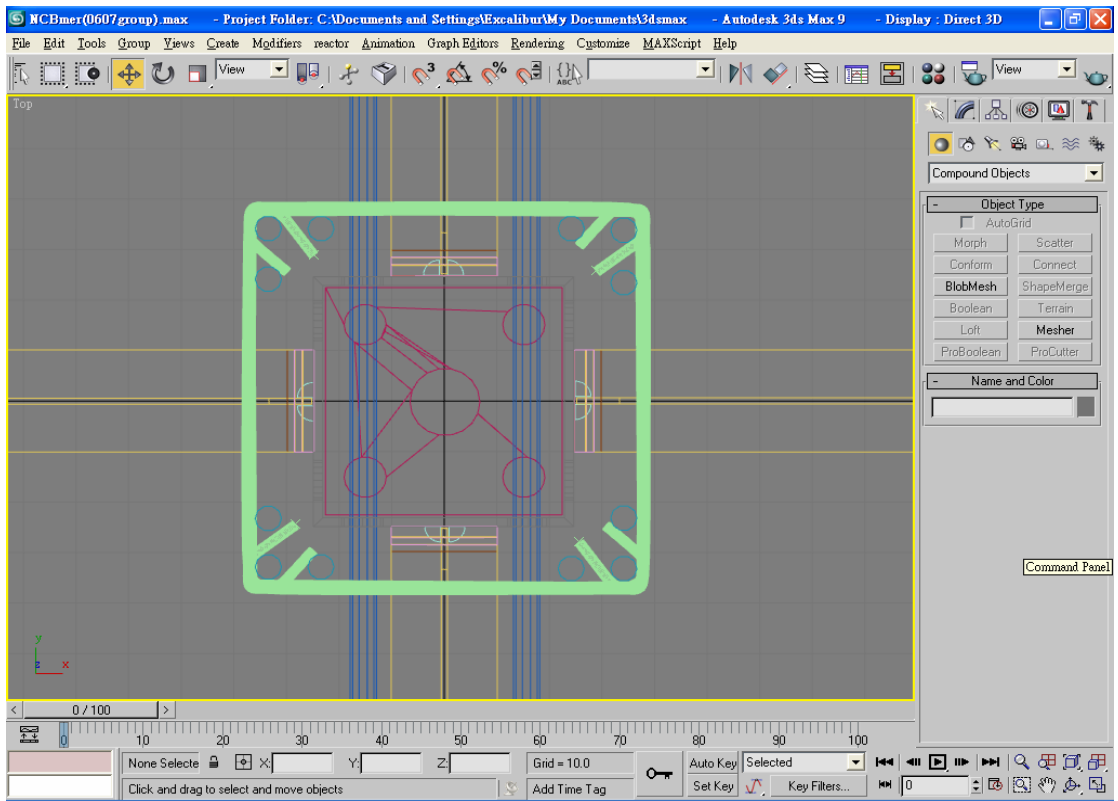


圖 5-21 柱箍筋彎鉤交互放置俯視圖

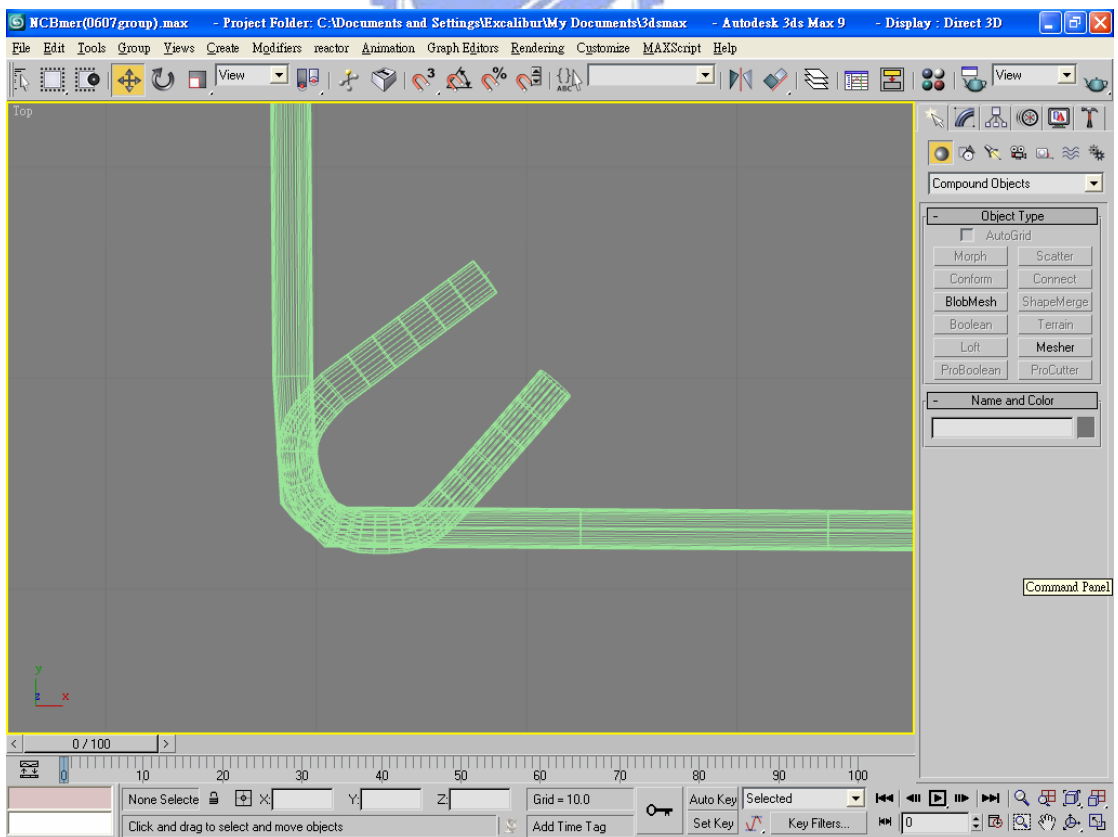


圖 5-22 箍筋彎鉤處面數上升情形

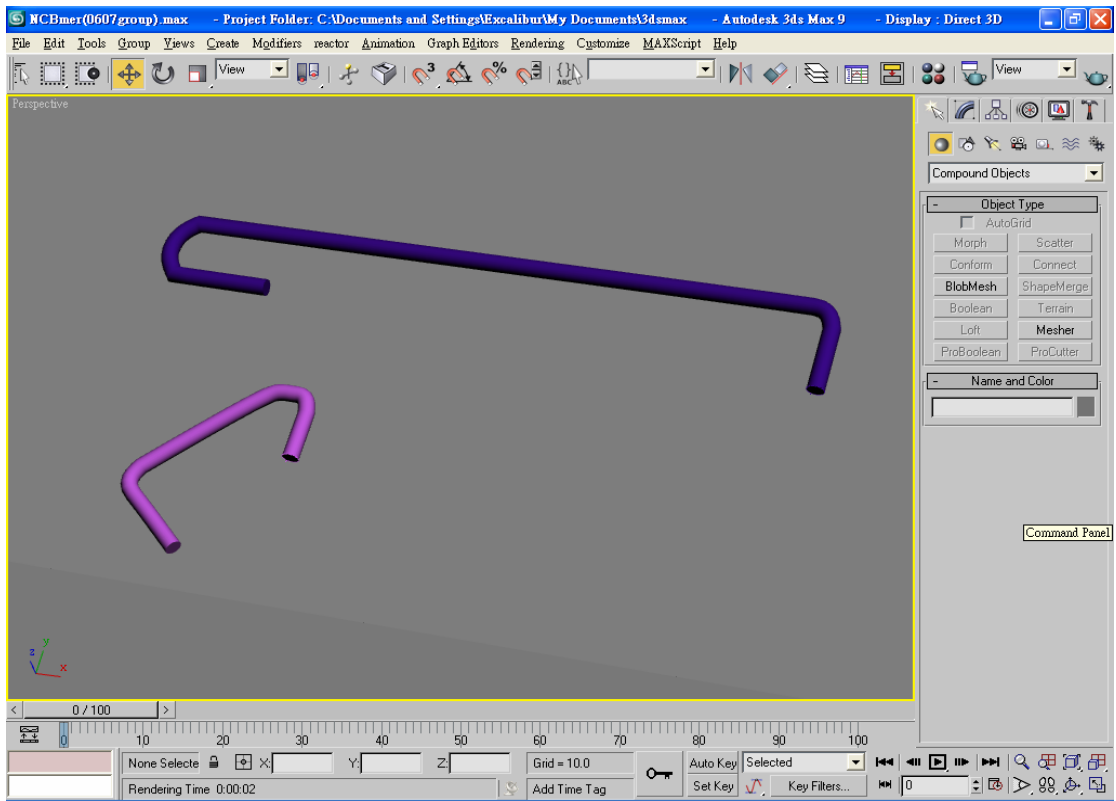


圖 5-23 梁柱接頭處兩種箍筋形式示意圖

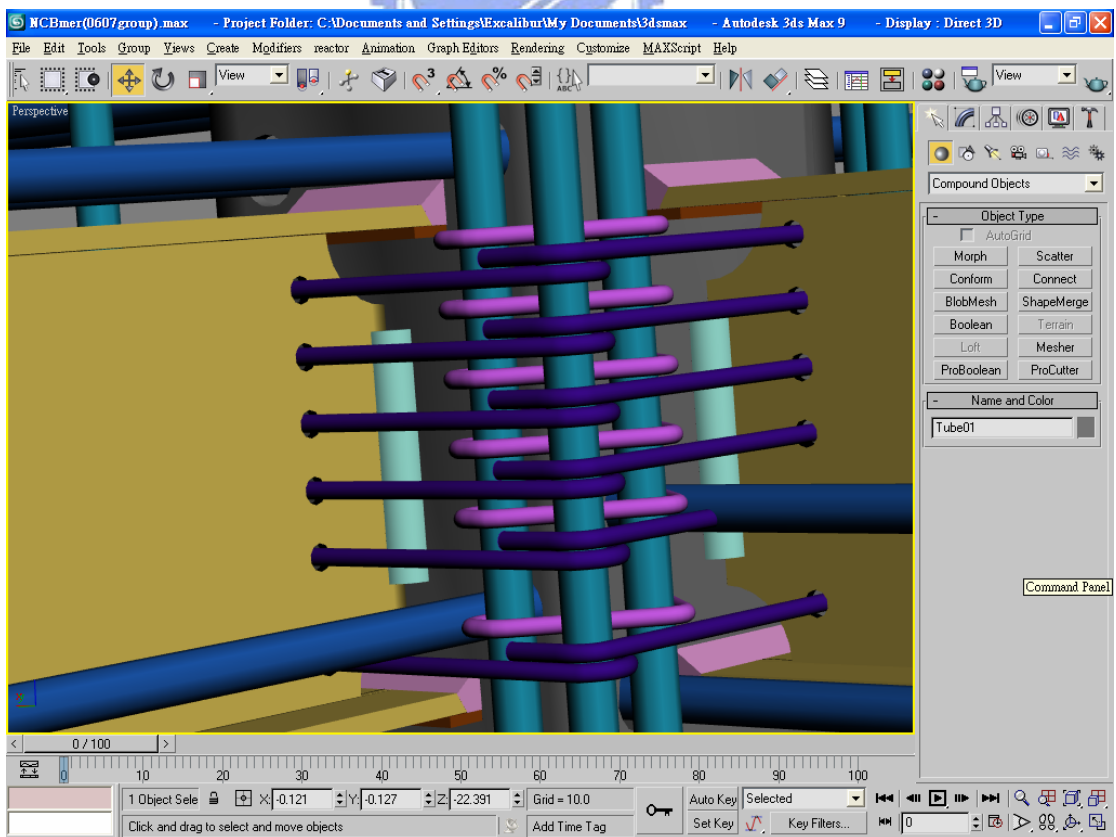


圖 5-24 放置梁柱接合處箍筋至定點



圖 5-25 SRC梁柱接頭箍工地照片

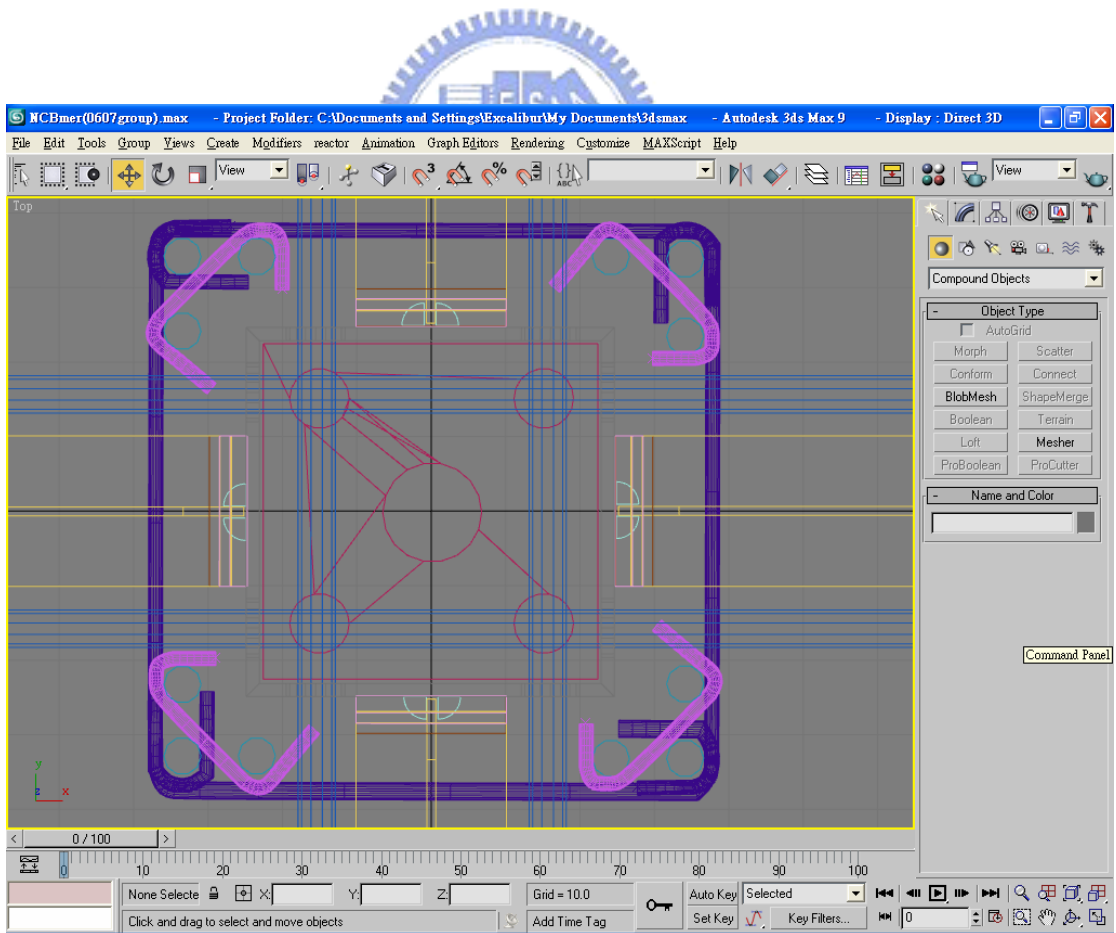


圖 5-26 梁柱接頭處無焊接彎鉤組合俯視圖

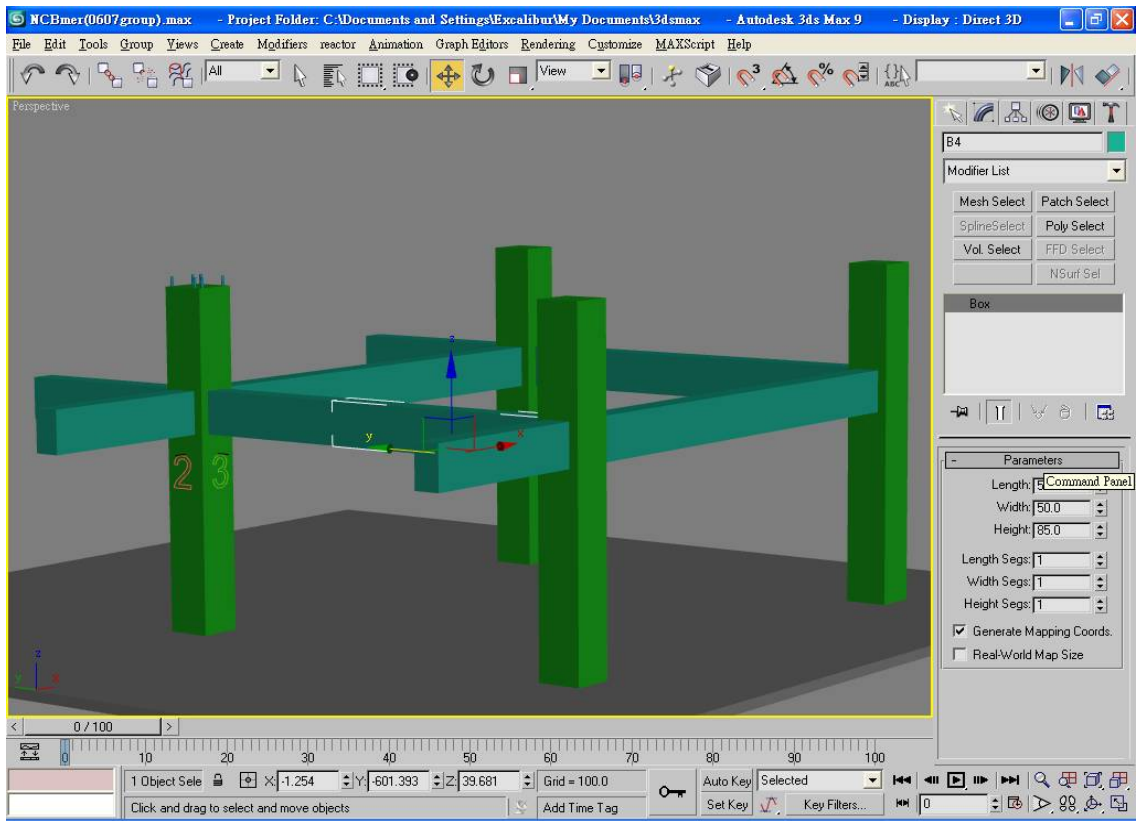


圖 5-27 梁柱外側附加混凝土

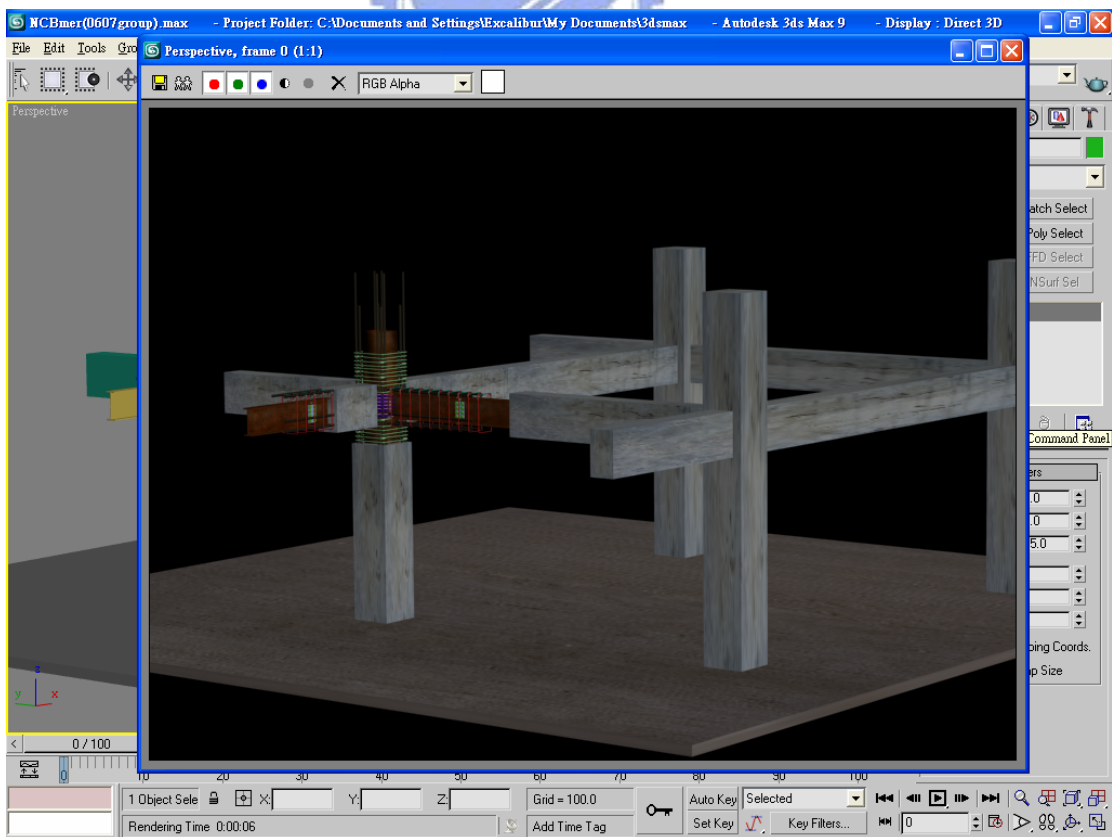


圖 5-28 模型經過材質處理以及彩現後的效果

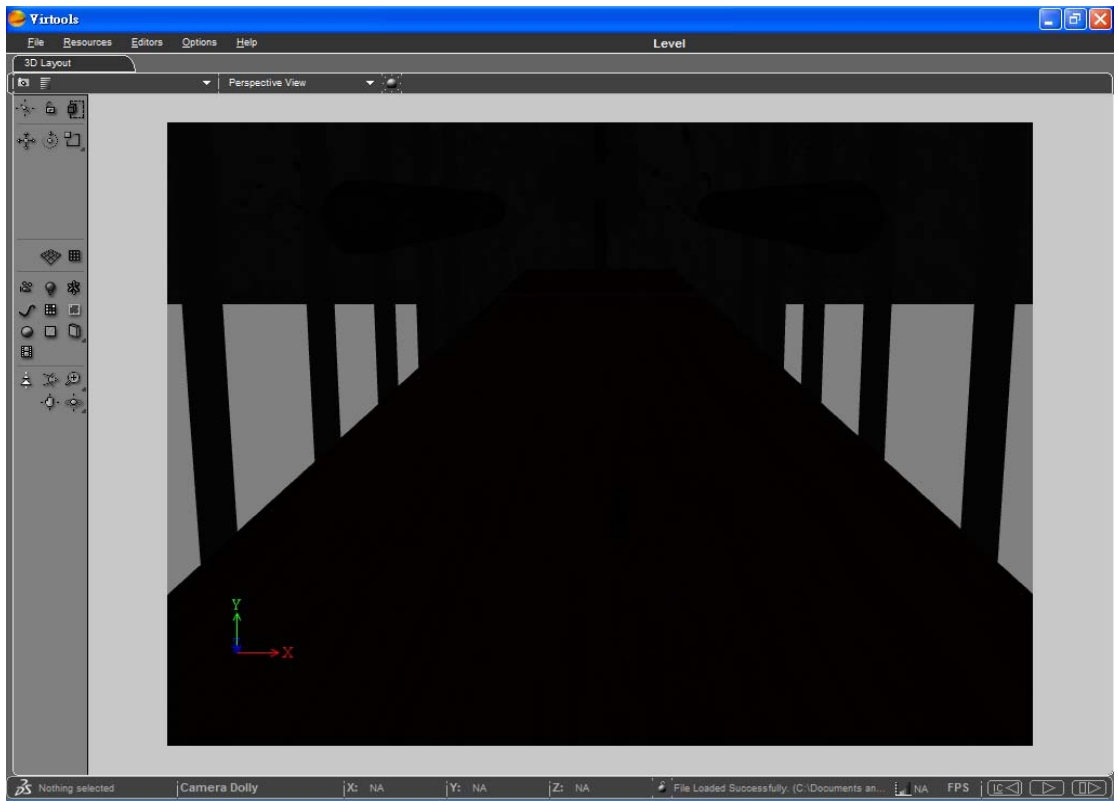
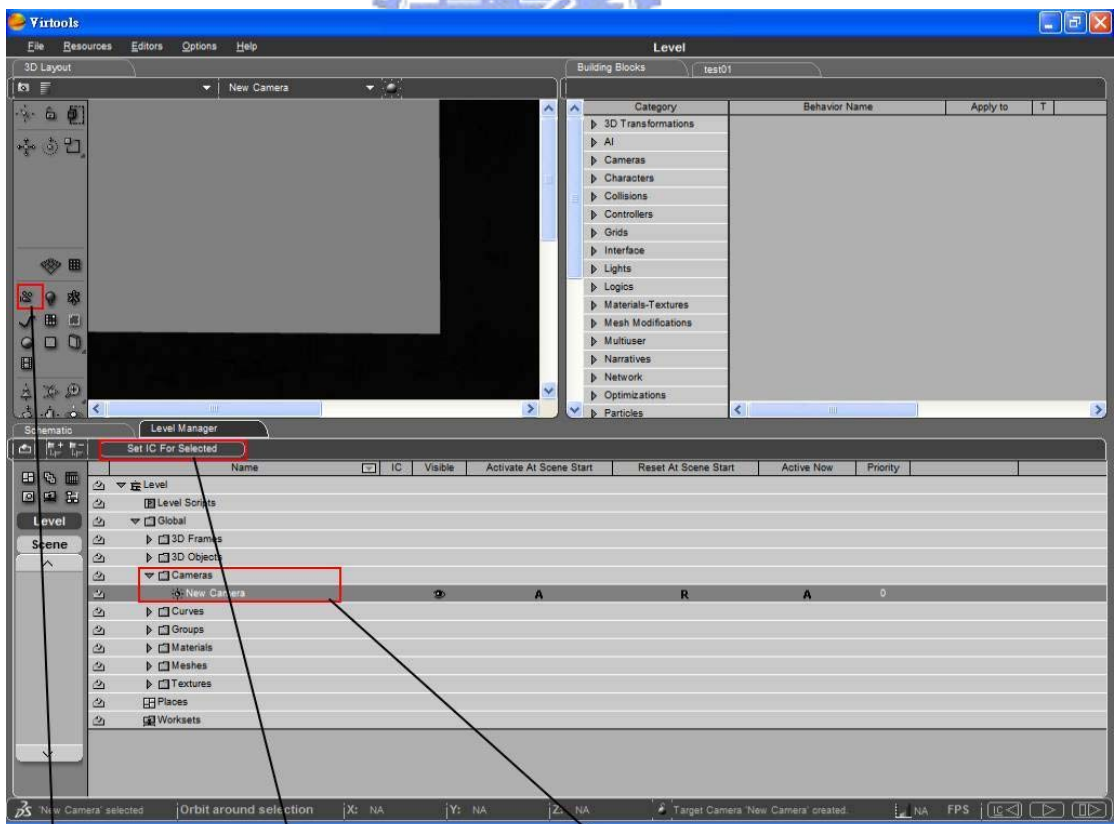


圖 5-29 剛匯入3D模型的状态



新增攝影機

初始状态設定鈕

選取的攝影機

圖5-30 攝影機新增與設定初始状态

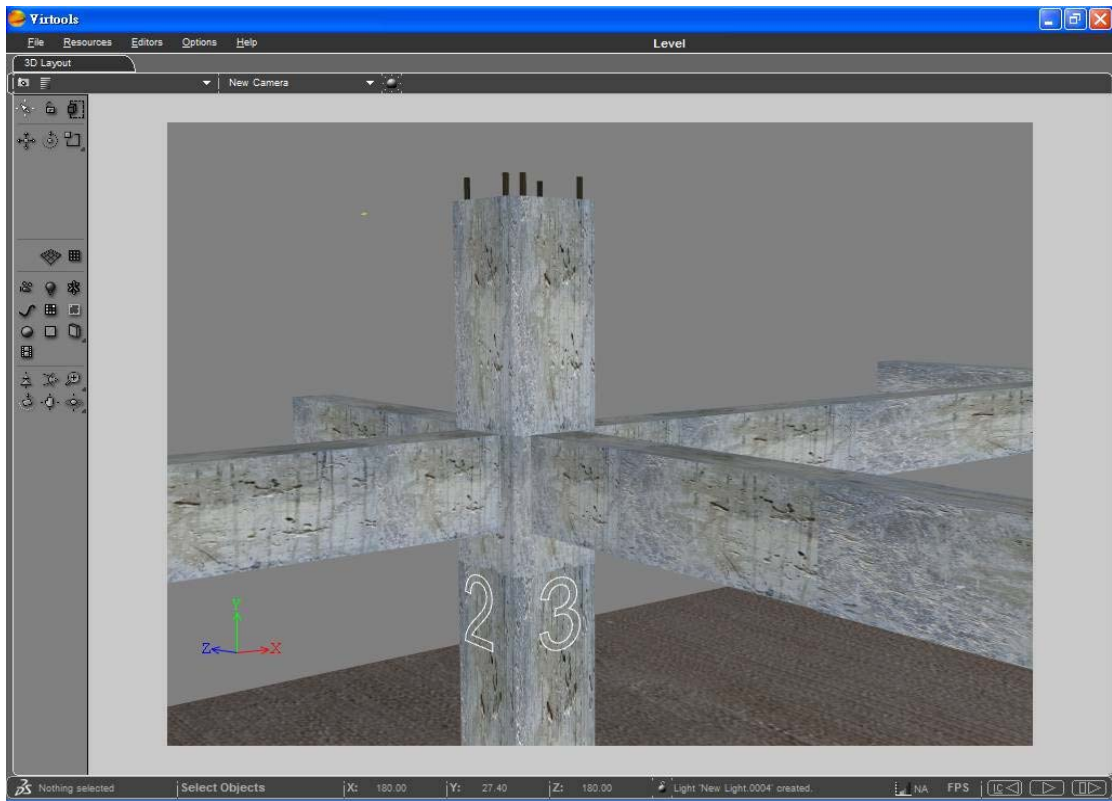


圖 5-31 完成初步攝影機與光源設置之Virtools畫面

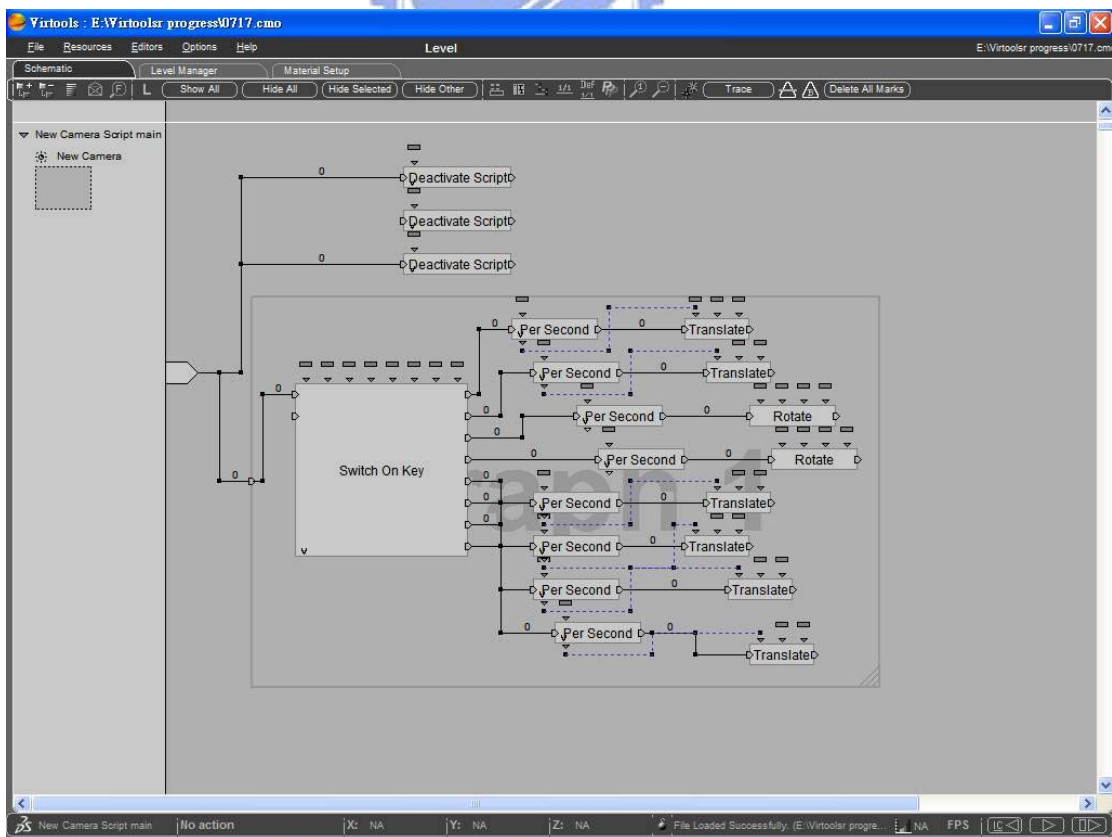


圖5-32控制移動攝影機的Building Block腳本



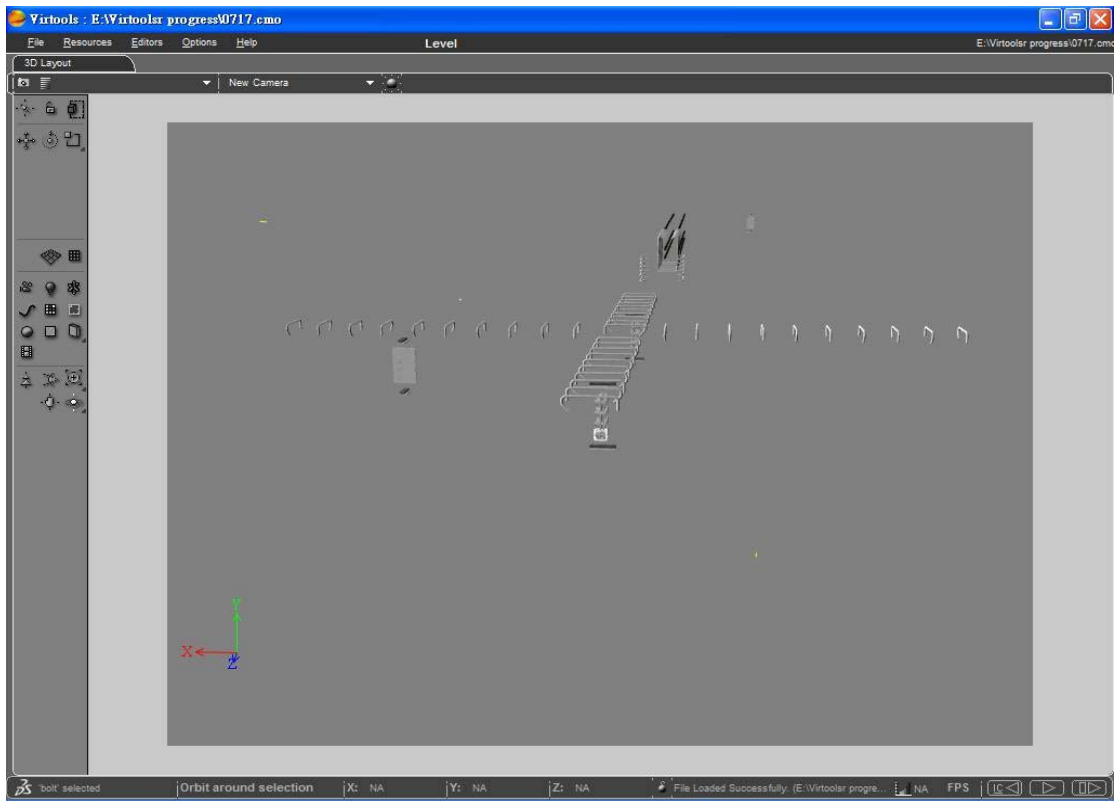


圖 5-33 各物件安置到定位

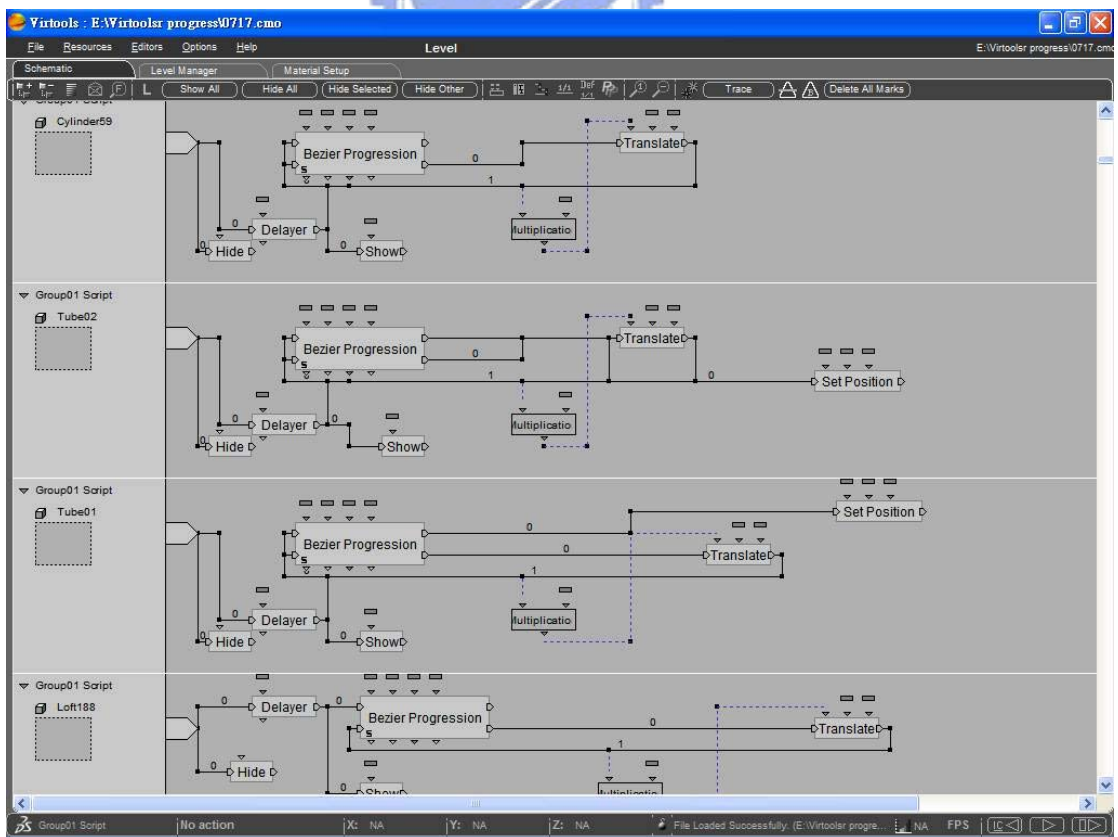


圖 5-34 控制物件移動的主要腳本

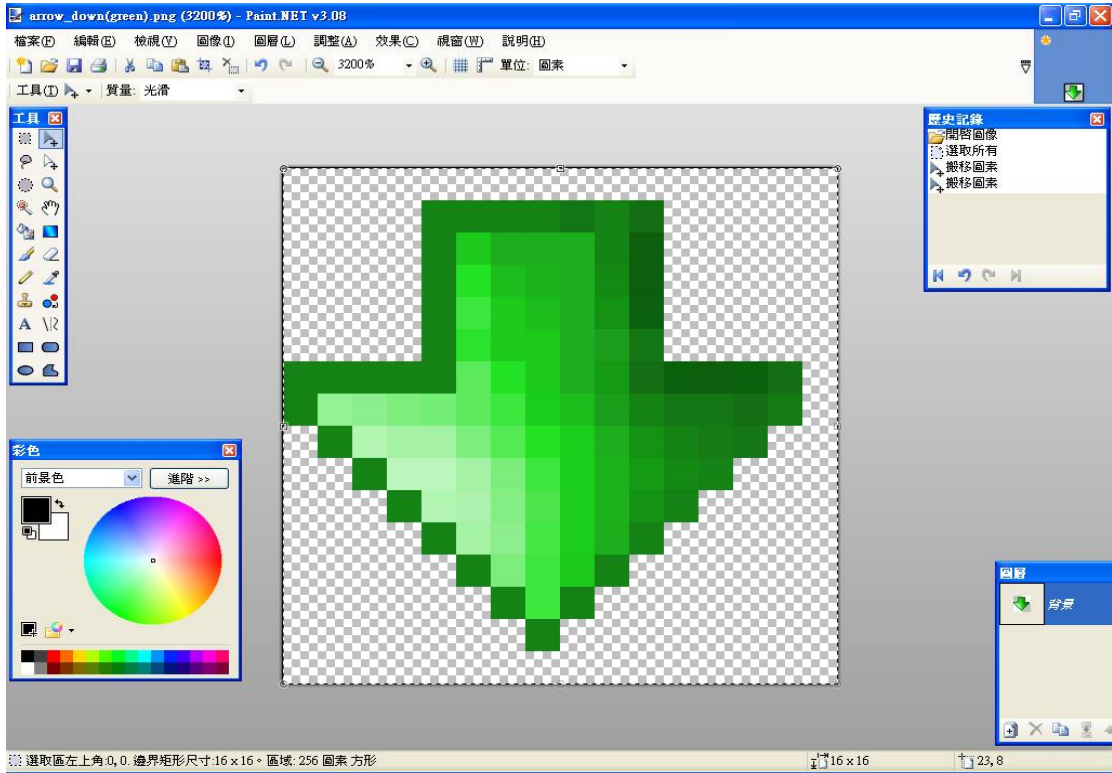


圖 5-35 使用繪圖軟體Paint.net製作按鈕圖示

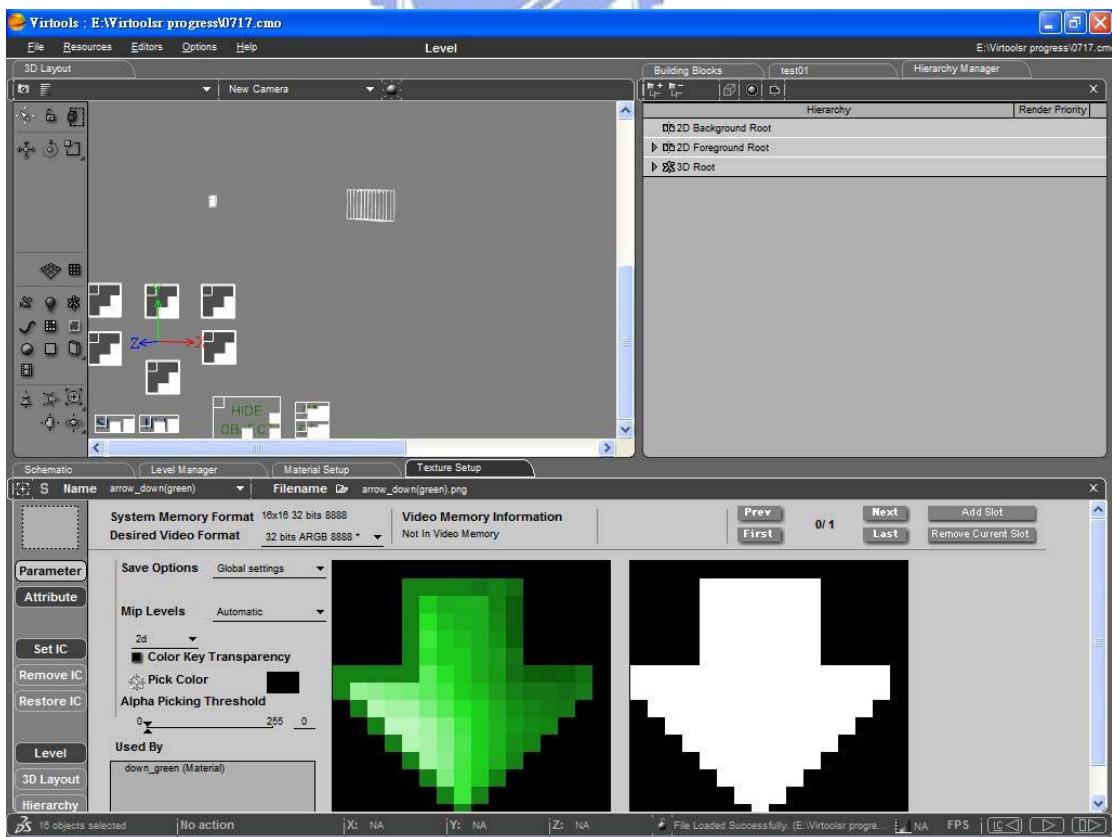


圖 5-36 製做按鈕與對應圖示

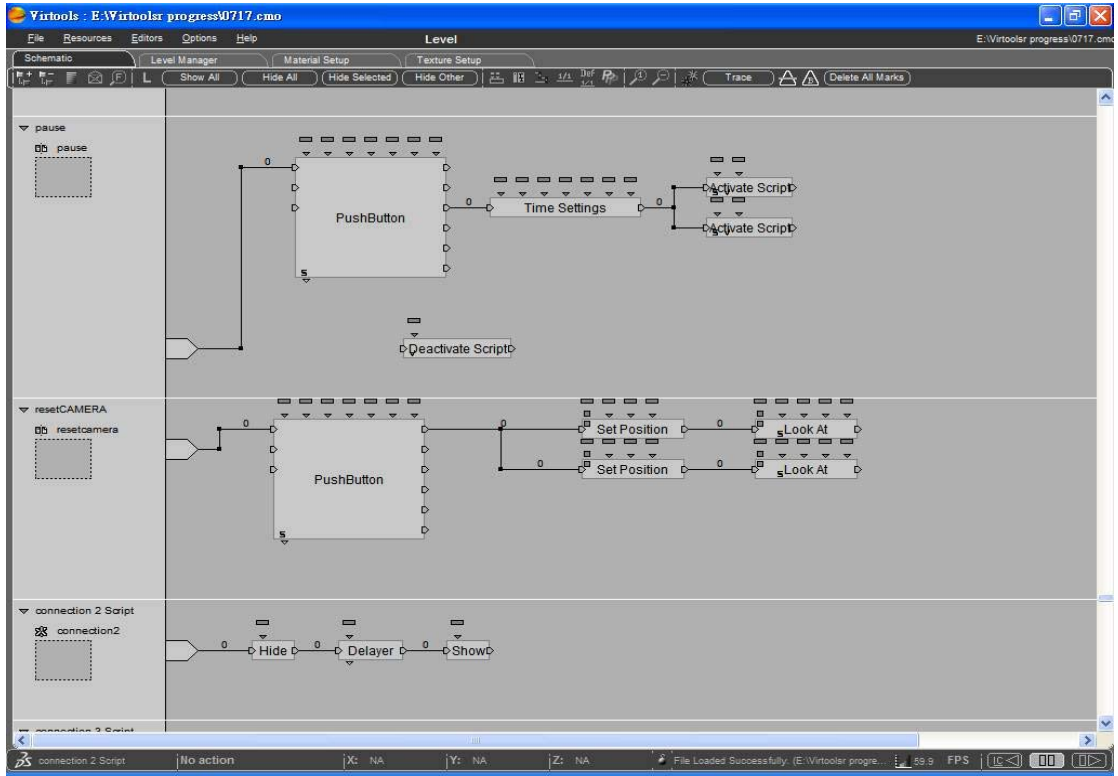
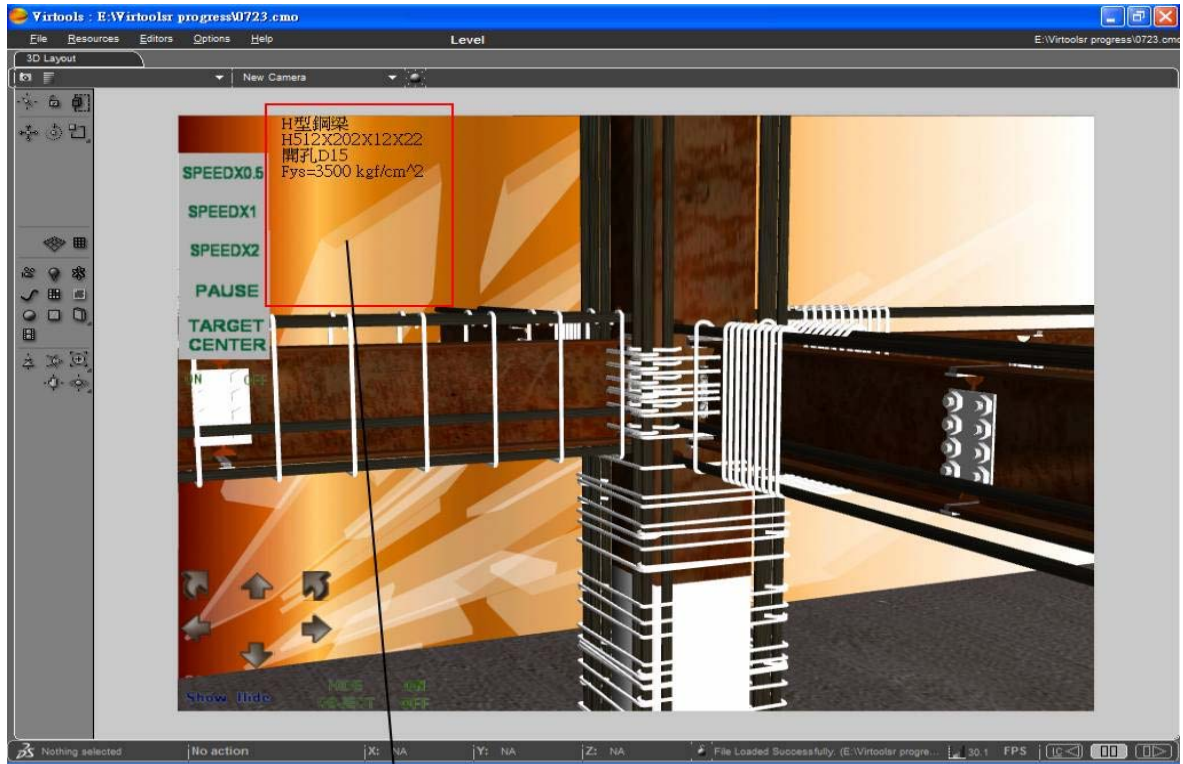


圖 5-37 功能按鈕腳本示意圖



視點移動      隱藏2D Frame      隱藏點選物件

圖 5-38 加入功能鍵後的畫面



物件相關資料顯示區

圖 5-39 點擊物件即顯示相關資訊

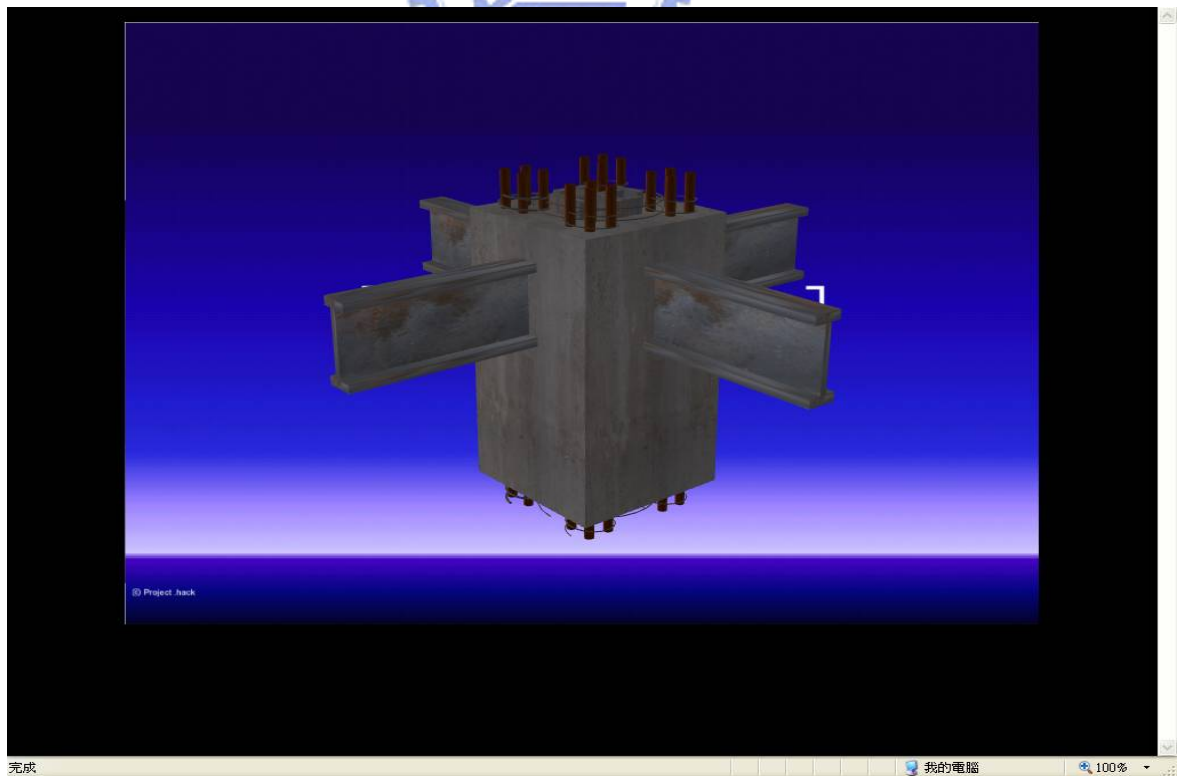


圖 5-40 SRC五螺箍模型在IE瀏覽器下顯示之畫面



圖 5-41 SRC模型在IE瀏覽器下顯示之畫面

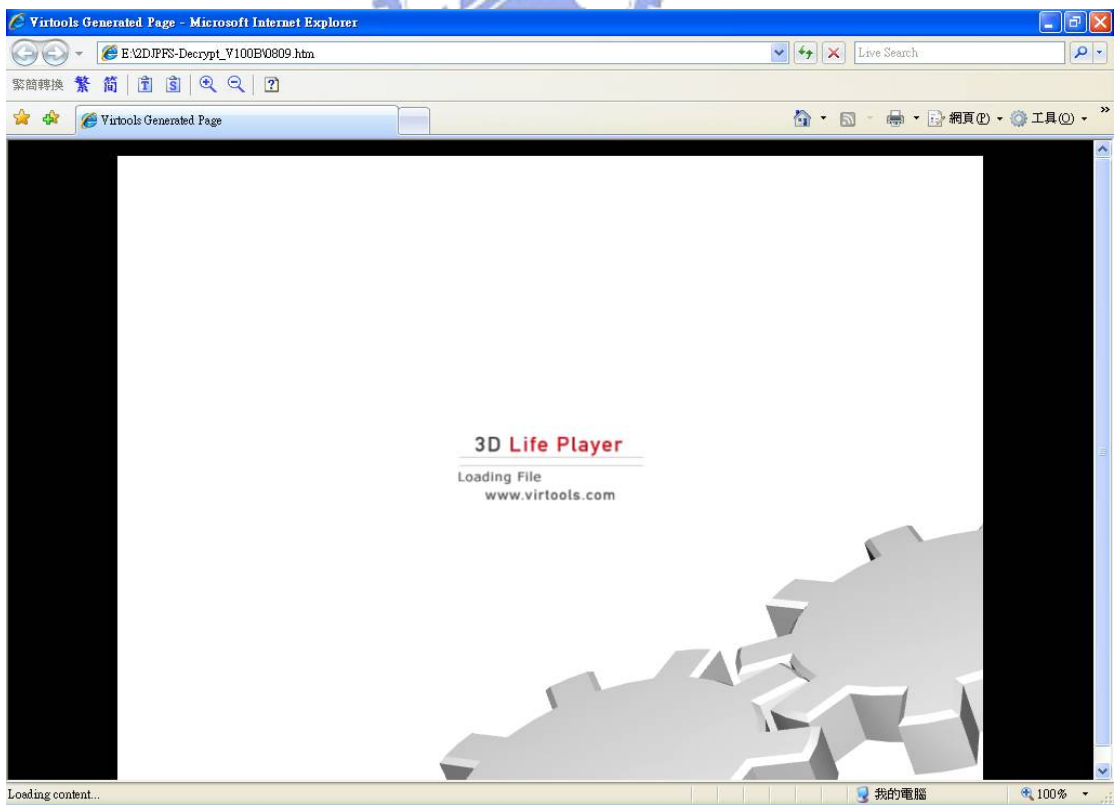


圖6-1 瀏覽器正在下載3D Life Player